
Muck acceptance tests v3

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1 Introduction

Muck is a persistent in-memory JSON store with an HTTP API and advanced access control using signed JWT access tokens. This document presents its automated acceptance tests, using a (for now hypothetical) language similar to the Gherkin language implemented by Cucumber.

2 A happy path scenario

This scenario does some basic resource management via the Muck API.

Start Muck. This also sets up access to it for the user by getting an access token, which will be used for all requests.

given a running Muck

Check server status.

then there are *0* resources in Muck

Create a simple resource. Remember its id.

given I am *tomjon*
when I create a resource {"foo": "bar"}
then there is *1* resource in Muck
and resource id is remembered as *ID*
and resource revision is remembered as *REV1*

Retrieve the resource.

when I fetch resource *ID*
then I get {"foo": "bar"}

```
and it is mine
and it has revision REV1
```

Make sure another user can't retrieve, update, or delete the resource.

```
given I am verence
when I fetch resource ID
then it doesn't exist

when I update ID, revision REV1, with {"foo": "somethingelse"}
then it doesn't exist

when I delete ID
then it doesn't exist
```

Update the resource.

```
given I am tomjon
when I update ID, revision wrong, with {"foo": "somethingelse"}
then it doesn't work

when I update ID, revision REV1, with {"foo": "somethingelse"}
then it works

and resource revision is remembered as REV2
```

Check the resource has been updated.

```
when I fetch resource ID
then I get {"foo": "somethingelse"}
and it is mine
and it has revision REV2
```

Restart Muck. The resource should still exist.

```
when Muck is restarted
and I fetch resource ID
then I get {"foo": "somethingelse"}
and it is mine
and it has revision REV2
```

Search for the resource. First with a condition that is no longer true.

when I search for *foo* being *bar*
then there are no matches

Now search for the correct value.

when I search for *foo* being *somethingelse*
then I get only resource *ID*

Delete the resource.

when I delete *ID*
then it works

when I fetch resource *ID*
then it doesn't exist

Restart Muck again. The resource should not exist.

when Muck is restarted
when I fetch resource *ID* **then** it doesn't exist

All done.